

Touchdown Football

by IMAGIC

Entertainment Family



IBM

**Personal
Computer
Software**

Choose your plays, hear the crowd cheer for each score... even listen to the referee's calls as you lead your team toward a gridiron victory! Compete with a friend or with your PCjr, or watch as the PCjr plays.

Good Afternoon, Football Fans...

It's a perfect day for football — autumn is showing off her brilliant colors and there's a chill in the air.

Today's game is a classic confrontation between two powerhouse football teams. As we head into the final stretch of the season, they are tied for the conference lead. For more about today's match-up, let's go now to our roving reporter, Mel, down on the sidelines...

Thank you, Dan, and good afternoon to you at home. I don't know if you can hear me — the crowd noise is deafening as the two teams begin to make their way onto the field. These fans really love their football!

I predict that this game will be a match of brains and brawn, with both teams using every trick in their playbook to try and outdo each other for the title. Both coaches have been preparing their teams all week with special closed practice sessions. We should see a good one out here today. Back up to you, Dan...

Okay, the teams have lined up for the kick. This tremendous crowd is on it's feet! The referee blows his whistle. The kicker approaches the ball and...toe meets leather!

The kick is caught by the deep man on his own goal line. He's quickly out to the 20. He moves up field behind his wedge of blockers. He's to the 40...the 50...Oh, he's breaking tackles left and right...he's down to the 30, the 25...this capacity crowd is going crazy...he's to the 10, the 5...**Touchdown!**

Touchdown Football provides true-to-life gridiron action. Challenge another player or try to tackle the computer!

Getting Started

Before the kick-off, you should make some pre-game preparations. First, check to see that you have all the equipment that you need to play (see outside package cover).

Second, carefully insert the **Touchdown Football** program diskette into drive A and turn on the computer. If the computer is already on, hold down the **Ctrl** and **Alt** keys and press the **Del** key.

Note: Leave the program diskette in drive A until you are finished playing the game.

Game Options

Three different game options allow you to choose the type of game you wish to play. The options are:

- A** Player vs. Player
- B** Player vs. Computer
- C** Computer vs. Computer

To select a game option, press A, B, or C.

Game Length

Select the length of time for each quarter by choosing from the three options:

- A** 15 minute quarters
- B** 10 minute quarters
- C** 5 minute quarters

Press A, B, or C to choose the amount of time.

The Scoreboard

ore and other important information appear
the playing field throughout the game:

Time Clock
Current Down
Yards to Go for First Down
Quarter
Time Outs Remaining (indicated by bars)

Special Features

These features can be used any time during play:

- | | |
|---------------------|--|
| Pause Game | Press the [Esc] key or the Spacebar .
(Press any key to continue) |
| Sound On/Off | Hold down the [Ctrl] key and press the
S key. |
| Restart Game | Hold down the [Ctrl] key and press the
R key. |

The Kickoff

Before the game gets underway, the referee calls the two teams to the center of the field for the coin toss (the home team always wears the light jerseys). The winning team elects to receive the ball. The teams gather in their huddles, break and line up — waiting for the kick. To kick off, make sure the joystick is centered and press the **red** button on the joystick.

Note: You may use a number of different joysticks to play, but we refer only to the **IBM PCjr Attachable Joystick**.

The Playbook

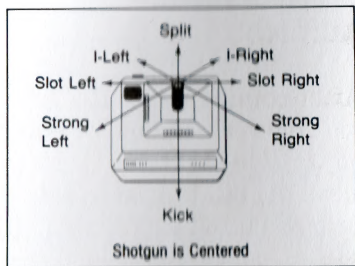
Whether you are coaching from the sidelines or calling the plays on the field, your knowledge of the playbook can make the difference in the game!

Offense

You have only 30 seconds to select your formations, pass patterns, and line blocking directions. Snap the ball before time runs out or lose five yards on a delay of game penalty.

Follow the steps below to choose your offense:

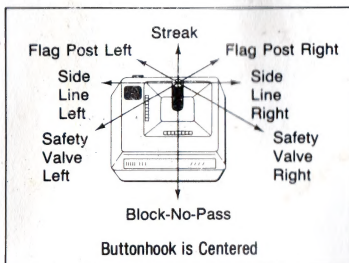
1. To preview the play formations, press the **black** button and move the joystick through the nine positions.



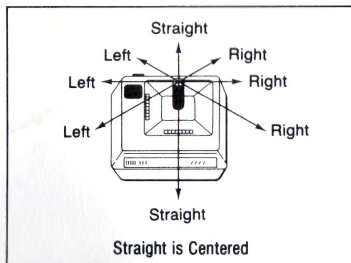
FORMATIONS

2. After previewing the plays, release the **black** button. You may now enter that play **without displaying your choice to your opponent**. Hold the joystick in the selected position and press the **red** button.

- Choose the pass patterns for the left and right receivers and the type of line blocking in the same way you selected the formation — preview with the **black** button and select with the **red** button. **Remember, you must choose all four and snap the ball within 30 seconds.**



PASS PATTERNS (2)



LINE BLOCKING

- Use the joystick to move to the line of scrimmage, then press the **red** button to snap the ball.

Audible

After coming to the line of scrimmage, you may choose an “audible” change of play by pressing the **black** button. Move the joystick to the desired position and press the **red** button to select a new formation, receiver pattern, and line blocking. **You may not preview the plays when calling an audible.**

Running

Once the ball has been snapped, use the joystick to move the quarterback in the direction you want him to run.

Note: He will get a slight burst of speed when he crosses the line of scrimmage.

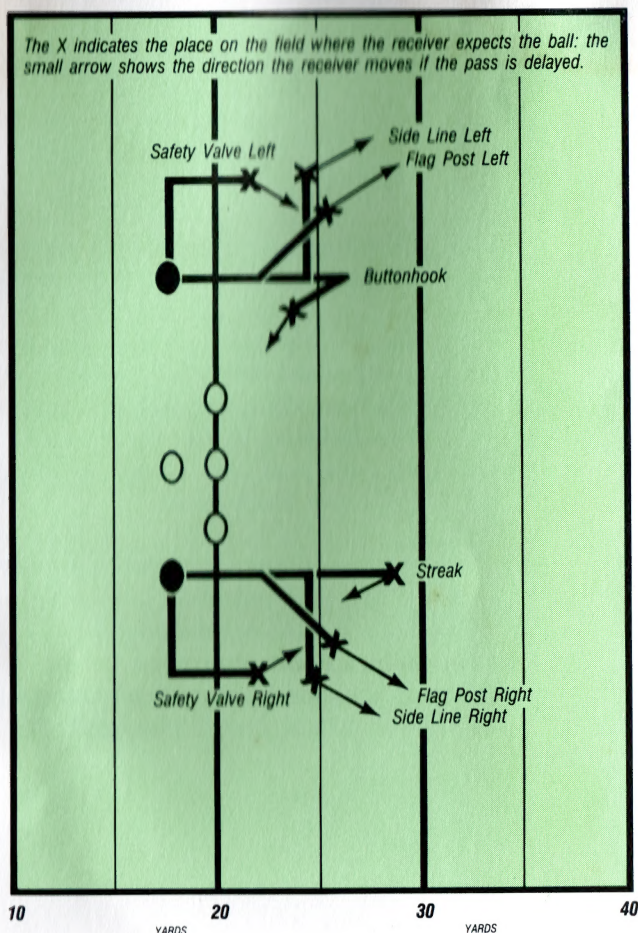
Passing

As soon as the ball is snapped, set up the Quarterback to pass. Two designated receivers are to pass — one receiver always lines up above the other receiver.

Press the **black** button to pass to the **top** receiver.
Press the **red** button to pass to the **bottom** receiver.

After the Quarterback passes the ball, the joystick controls the receiver. You must see that he moves into position to catch the pass (see patterns below).

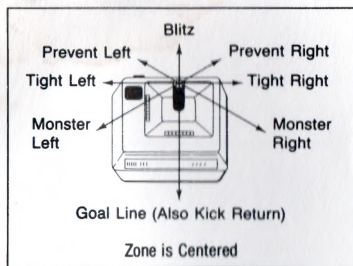
Note: The quarterback cannot pass to a receiver who has been instructed to block.



Defense

It is the job of the Defense to get the ball back to their Offense as soon as possible without letting the other team score. Follow the steps below to choose among the nine defensive formations.

1. Preview the defensive formations by pressing the **black** button and moving the joystick through the nine positions.



FORMATIONS

2. Select the formation by holding the joystick in the desired position and press the **red** button.

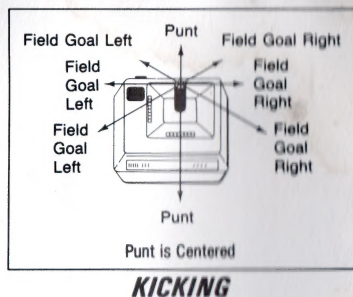
Note: If you do not choose a formation by the time the Offense is finished with their play selection, the computer will automatically pick **zone** defense, except on punts (it will choose **run back punt**) or field goals (the computer will select **block kick**).

3. If the Offense calls an audible play at the line of scrimmage, you may enter a new defensive formation — just repeat Step 2.
4. Use the joystick to move the controllable defensive player anywhere on the playing field.

Kicking

Every football coach knows the importance of a good kicking game. Many games have been decided by a field goal or even an extra point. Punts have been used as an effective defensive weapon, often placing the opposing team deep within their own territory — 99 yards from the goal line.

Below are the possible offensive kicking formations:



The Kickoff

As soon as the teams are set on the line of scrimmage, press the **red** button. The kicker will kick the ball into the arms of the waiting receiver.

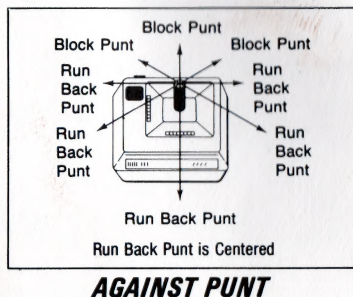
Extra Point

1. Press the **red** button to snap the ball.
2. Use the joystick to move the kicker to the ball. The kicker will automatically kick the ball.

Punt

1. Select the **kick** formation from the offensive options. Then choose the **punt** option.
2. Press the **red** button to snap the ball.
3. When the kicker receives the ball, press the **red** button to kick.
4. To fake a kick, press the **black** button. The kicker can then decide either to run or to throw.

The defensive choices against a punt are:



Field Goal

1. Select the **kick** formation from the offensive options. Then choose the **field goal** option.
2. Press the **red** button to snap the ball.
3. The kicker will automatically kick the ball.
4. To fake the attempt, press the **black** button anytime before the kicker reaches the ball. The kicker can decide either to run or to throw.

Note: The defense may attempt to **block** extra points, punts, and field goals by rushing the ball holder.

Official Rules

Time Out

Both teams get three Time Outs in each half. Press the **O, P, L** or **;** key to indicate a Time Out for the visiting team. Press the **Q, W, A** or **S** key to indicate a Time Out for the home team. Press any key to end a Time Out.

Penalties

There are two five yard penalties:

Offense Delay of game (More than 30 seconds)

Defense Offsides (Crossing the line of scrimmage before the ball is snapped)

Scoring

Touchdown 6 Points

Extra Point 1 Point

Field Goal 3 Points

Safety 2 Points

Breaking Ties

In case of a tie, restart the game and continue to play. The first player to score wins the game.

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